Nintendo®

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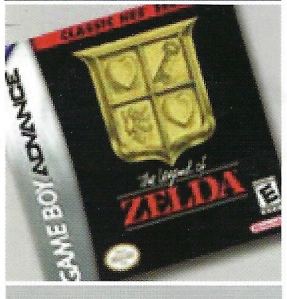

Nintendo DS Lets Players Touch the Future

With Dual Screens, a Touch Screen, Voice Recognition, Wireless and Chat, Nintendo Redefines Game Play

Some look at video games and remain content with the way things are. Nintendo dreams of things and asks, "Why not?"

NINTENDO DS

For 15 years Nintendo's Game Boy® line has dominated the hand-held video game market. But at the Electronics Entertainment Expo (E3), the new Nintendo DS creates a whole new category by radically altering the way people will play games. Nintendo DS remains on track to launch in Japan and North America before the end of the year, and in Europe the system will launch during the first quarter of 2005.

With its two screens, Nintendo DS instantly shows its innovative face. But capabilities like a touch-screen input, voice recognition and wireless communication set it apart from every other game device, and again demonstrate Nintendo's passion for groundbreaking originality.

"When Nintendo came down and presented the DS platform to us, I think everyone was in shock," says Will Kassoy, Activision's vice president of global brand management. "It was amazing. Our technical guys were drooling at the abilities and wanting so much to dive into programming for the system."

Aptly code-named Nintendo DS, this "Developers' System" provides developers a newfound canvas not only to create new games *today*, but also shape the future of the entire industry. Developers – and the public – need only use their imagination to see how the DS promises to transform the portable game industry by changing the way gamers relate to their games – and each other. Two screens offer two perspectives on the action at once. The touch screen could make accessing items, moving characters or navigating menus as easy as a tap or drag on the screen. Voice recognition could let players simply tell the game what they want it to do. Chat software will let users transmit text messages, handwriting and even drawings to one another. And wireless functions could link players in the same room – or across the country.

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NINTENDO TOP TEN

NINTENDO GAMECUBE

1. POKEMON COLOSSEUM
2. HARVEST MOON:WONDRFUL
3. SUPER SMASH BRO MELEE
4. MARIO KART: DOUBLE
5. WARIOWARE INC: PARTY
6. SONIC HEROES
7. LUIGI'S MANSION
8. DISNEY'S FINDING NEMO
9. METAL GEAR:TWIN SNAKE
10. MVP BASEBALL 2004

GAME BOY ADVANCE

1. NAMCO MUSEUM
2. POKEMON RUBY
3. MARIO BROS 3: MARIO 4
4. POKEMON SAPPHIRE
5. PAC-MAN COLLECTION
6. SCOOBY-DOO 2:MONSTERS
7. METROID ZERO MISSION
8. QUAD DESERT FURY
9. YU-GI-OH! TRNMNT 2004
10. MARIO & LUIGI SAGA

(Source: APRIL TRSTS data)

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Bold Steps Drive Record-Breaking Growth for GCN

Top Sequels, Innovative Accessories and More Mature Titles Debut on E3 Show Floor

Traditionally the second halves of console life cycles are characterized by a sort of technological malaise. Game production slows and titles become less inspired as developers turn their thoughts and energies to their next systems.

But not this time.

With a bold lineup for 2004, Nintendo GameCube™ demonstrates that creativity follows no timelines. With the arrival of much-anticipated games like *Metroid® Prime 2: Echoes*, the introduction of fun accessories like the DK Bongo controller and the demonstration of hard-core games like *Resident Evil® 4* from Capcom for older gamers, Nintendo GameCube strides into the months ahead with continued energy.

Metroid Prime 2: Echoes, the follow-up to the exciting first-person adventure, takes Samus Aran on a wild, dangerous new mission, only this time the game offers a multiplayer mode that lets players hang out and play together. *Paper Mario™ 2* has a two-dimensional Mario vying for audience approval while trying to navigate a 3-D landscape. The next *Star Fox®* game will be an outstanding sequel with multiplayer options, while *Pikmin™ 2* introduces fans to a new character and new types of Pikmin.

Leave it to Nintendo to come up with an exciting new way for people of any age to participate in and play video games. *Donkey Konga™* uses a DK Bongo controller, a unique drumming accessory that contains sensors and microphones. Players beat the bongo and clap their hands to the music on the screen in a competition to see who has the best rhythm. It's a great party game for youngsters, college kids and adults. *Donkey Kong® Jungle Beat*, the next great Donkey Kong adventure game, also uses the DK Bongo controller, but this time the taps and claps control Donkey Kong's movements on the screen. *Donkey Konga* and *Donkey Kong Jungle Beat* are what social, interactive game play is all about.

The next Nintendo GameCube adventure in *The Legend of Zelda®* series will arrive in June with *The Legend of Zelda®: Four Swords Adventures*. Link, who has been split into four copies, explores eight massive worlds while hunting for Force Gems. In 2005, Link will be let loose on a new and exciting Nintendo GameCube excursion to fight evil and seek treasure.

Nintendo DS Lets Players Touch the Future

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"This has a huge potential," says Yoichi Haraguchi, Namco's vice president and executive officer. "It is very nice that we can create games using DS that were not even possible before."

Nintendo DS also will include two processors, 3-D capabilities on both screens, 16-channel sound and a rechargeable battery that features a low-energy-consumption design. One media bay handles new DS game cartridges that hold one gigabit of information and more. The second media port allows for compatibility with Game Boy® Advance games, as well as a host of possible future accessories.

"While others plan to let you go a little faster down the same roads you have always traveled, Nintendo plans to take you down incredible avenues you've never seen before," explains Reggie Fils-Aime, Nintendo of America's executive vice president, sales and marketing. "We understand the hand-held market better than anyone else, and Nintendo DS paves a new path of originality and success."

Indeed, Nintendo invented and perfected the hand-held video game market with its unrivaled Game Boy line. And Nintendo has always been known for introducing innovations that radically reinvent the industry. It was the first company to install ports for four controllers, the first to create a rumble pack, the first to move from joysticks to modern controllers and the first to enable characters to roam freely in true 3-D environments. The unique features of the Nintendo DS build on that tradition and hold a well-spring of potential for the future. Game players will be wowed.

"Once again Nintendo is taking another leap by providing totally new game-play experiences," says Jay Cohen, Ubisoft's vice president of publishing. "Very characteristic of a Nintendo maneuver."

More than 100 companies worldwide have received software development kits and are planning games for Nintendo DS. Games in development by Nintendo include a new *Super Mario* game, a *Metroid*® game, a *WarioWare* game and *PictoChat*, software that lets players send instant text and picture messages. Third-party publishers also have announced games in development, including a *Spider-Man*™ *2* title from Activision, a *Rayman*® game from Ubisoft, a *SpongeBob SquarePants*™ title from THQ, a *Yu-Gi-Oh!*™ game from Konami, a *Sonic* title from Sega, a *Bomberman* game from Hudson Soft, a *Need for Speed*™ game from Electronic Arts and a *Pac-Man*™ title from Namco.

"THQ has been a strong supporter of Nintendo's hand-held systems over the years, and with great success," said Peter Dille, senior vice president of worldwide marketing, THQ. "We look forward to the many innovations they are planning for the DS."

The system's official name, price and launch lineup will be announced at a later date.

This Memory Card allows you to save up to 1019 blocks of game information. That's more than four times the memory of the GCN Memory Card 251. The number of blocks needed to save your game information will vary from game to game. You will only be able to save or load game information for games that are designed to use Memory Cards.

Licensee Game Boy Advance Release Dates*

Spyro Orange: The Cortex Conspriacy	Jun-04
Dragon Ball Z: Super Sonic Warriors	Jun-04
Crash Bandicoot Purple: Ripto's Rampage	Jun-04
Duel Masters	Jun-04
Zoids: Legacy	Sep-04
Mega Man Anniversay Coll.	Q3-04
Astro Boy: Omega Factor	Q3-04
Catwoman	Q3-04
I-Ninja	Q3-04
Disney/Pixar's The Incredibles	Q4-04
Dead to Rights	Q4, 2004
Kingdom Hearts: Chain of Memories	Q4 2004
SD Gundam Force	Announced
Hardcore Pool	Announced
Shaman King	Announced
Oggy and the Cockroaches	Announced
3D Pool	Announced
Tron 2.0	Announced
Gundam Seed: Battle Assault	Announced
Mighty Beanz Pocket Puzzles	Announced
Dragon Ball Z: Buu's Fury	Announced
Radium	Announced
Jet Riders	Announced
Grand Theft Auto 3	Announced
Top Gun Combat Zones	Announced
Ultimate Table Games	Announced
Chicken Little	Announced
Racing Gears Advance	Announced
Madden NFL 2005	Announced
The Chronicles of Narnia:	Announced
Final Fantasy I & II	Announced
FIFA Soccer 2005 (GBA)	Announced

Licensee Nintendo GameCube Release Dates*

Mega Man Anniversary Collection	Jun-04
Splinter Cell: Pandora Tomorrow	Jun-04
Rainbow Six 3	Jun-04
Spider-Man 2	Jun-04
Tales of Symphonia	Jul-04
Catwoman	Jul-04
Digimon Rumble Arena 2	Aug-04
Terminator 3: Redemption	Aug-04
Digimon World 4	Aug-04
WWE Day of Reckoning	Aug-04
Zoids: Battle Legends	Sep-04
Shark Tale	Sep-04
Mega Man X: Command Mission	Sept-04
World Championship Pool	Sept-04
Resident Evil 4	Q4 2004
Disney/Pixar's The Incredibles	Q4 2004
Killer 7	Q4 2004
Spyro: A Hero's Tale	Q4 2004
X-Men Legends	Q4 2004
Baten Kaitos	Announced
StarCraft: Ghost	Announced
Tiger Woods PGA Tour 2005	Announced

RELEASE DATES*

For a complete list of NINTENDO GAMECUBE & GAME BOY ADVANCE games, go to www.nintendo.com

NINTENDO GAMECUBE™

Pikmin 2 8/30/2004
Donkey Konga 9/27/2004
Paper Mario 2 10/11/2004
Metroid Prime 2: Echoes 11/15/2004
Star Fox 11/29/2004
Geist - Q4 2004
Mario Tennis - Q4 2004

GAME BOY® ADVANCE

Hamtaro: Ham-Ham Games 7/26/2004
Pokémon FireRed/LeafGreen 9/7/2004
F-Zero GP Legend 9/14/2004
Mario Pinball 10/4/2004
Kirby & The Amazing Mirror 10/18/2004
Donkey Kong Country 2 11/15/2004
Mario Party Advance 12/6/2004

PUBLICATIONS

August Nintendo Power 7/04
Sept. Nintendo Power 8/04

*** Release dates are tentative and subject to change.**

Bold Steps Drive Record-Breaking Growth for GCN

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Because of the huge popularity of Nintendo franchise characters like Mario™, Donkey Kong® and Kirby™, it's easy to overlook the many Teen- and Mature-rated titles made for Nintendo GameCube. Upcoming games like *Resident Evil® 4* and *Killer 7* from Capcom, and *Geist*, developed by n-Space for Nintendo, deal with more mature themes, while demonstrating the overall range of titles and genres available for Nintendo GameCube.

Other upcoming third-party games made for Nintendo GameCube include *Tales of Symphonia*™ and *Baten Kaitos*® from Namco, *Goldeneye 2*, *NASCAR Thunder*™ *2005* and *Madden NFL 2005* from Electronic Arts, and *WWE Day of Reckoning*™ from THQ.